



# ELECTRIC BLUE

indiginus

## Thank-you for your purchase of Electric Blue!

Our goal with Electric Blue was to create a well-rounded recreation of this guitar, not limited to a particular style, but capable of producing a wide range of sounds.

## The Main Panel

**Opens key velocity articulation controls.**

**Opens string range controls.**

**Activates Auto-Harmony. Can be controlled by key switch.**

**Switches to Strum Mode.**

**Instrument Settings.**

**Harmony Style selector.**

**Displays main instrument panel.**

**Displays effects panel.**

**Auto-Vibrato controls.**

**Master Key.**  
Determines the intervals used in Auto-Harmony and Articulations like slides and hammer-ons. In Strum Mode, it can choose chords suitable for the key chosen.

**Pickup Switch.**  
Choose the guitar's pickup configuration.  
1. Neck  
2. Neck + Bridge  
3. Bridge  
4. Stereo, where Neck and Bridge pickup outputs are panned hard left and right.

**Phase Reverse.**  
Flips the phase of the Bridge pickup. Only effective when both pickups are active.

**The Fretboard.**  
In Solo mode, displays the notes played. In Strum mode, displays the chords played and allows click-and-drag editing of chords.

**Electric Blue**

Output: st. 1    Voices: 0    Max: 200    Memory: 336.77 MB    Tune: 0.00

Harmony: Bluegrass    Delay: 21 ms    Master Key: G/Em    Vibrato: Depth: 0 %    Speed: 56 %

Main    Effects

Neck + Bridge

## Three main instrument panels.

### Solo Mode



### Strum Mode



### Effects Panel



## Main Controls



### Pickup Switch.

Choose the guitar's pickup configuration.

1. Neck.
2. Neck + Bridge
3. Bridge
4. Stereo, where Neck and Bridge pickup outputs are panned hard left and right.

*Electric guitars usually have 2 or 3 electro-magnet pickups, which set right below the strings and convert the strings' vibrations to electrical signals that can be sent to an amplifier. In this case, one pickup is near the neck of the guitar begins, and the other near the bridge, where the strings terminate on the guitar's body. The sound from these pickups can be very different, with the neck pickup generally fuller and the bridge pickup thinner. Having both pickups active adds a third sound.*



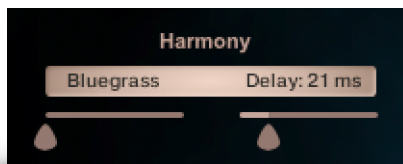
### Phase Switch.

Reverses the phase (or polarity) of the bridge pickup.

The effect is only possible when the Pickup Switch is set to:

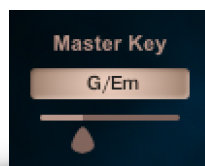
2. Neck and Bridge, or
4. Stereo.

*This is helpful for thinning out the guitar's sound when using heavy distortion.*



### Auto-Harmony Controls

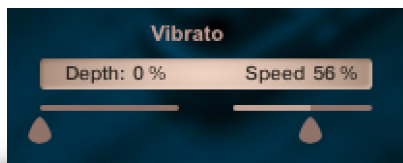
Here you can select from different harmony styles, and add a bit of a delay to the harmony note to simulate both strings being struck. Harmonies are determined by the Master Key. *Ok, "Bluegrass" isn't a style usually associated with electric guitar. This is a harmony that simulates how guitar players can play an open string as a harmony. The name is left over from our other libraries and is just used for consistency.*



### Master Key

This one's super important!

Master key determines the intervals used in Auto-Harmony and articulations like Hammer-ons, Grace Notes, and Trills. Also in Strum Mode, it can automatically select chords appropriate for the key selected.



### Auto Vibrato

Useful when you just don't have enough hands to play, hit key switches, use pitch bends, and the mod wheel at the same time.

You can also use the mod wheel for vibrato, or disable the mod wheel/vibrato (LFO) in the Settings.

## Solo Mode / String Range Controls



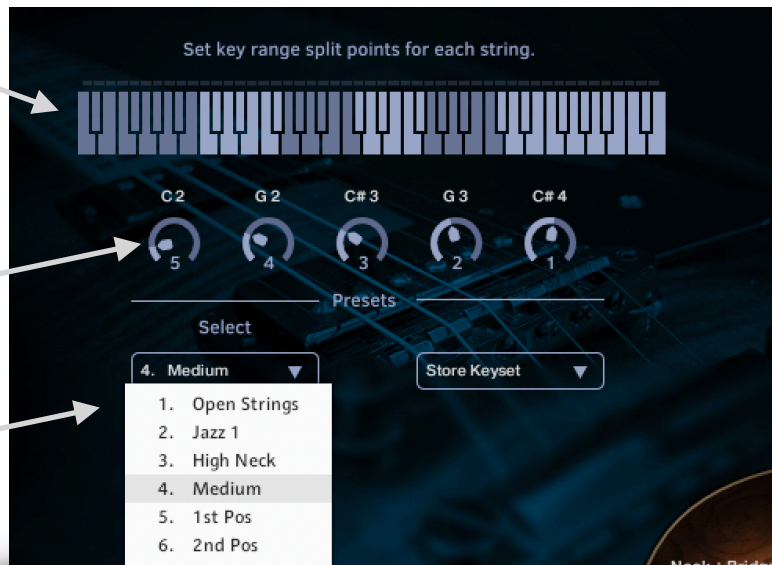
### String Range Button.

Opens the String Range Controls.

String ranges display the extent of each string's playable range on the keyboard.

Use these dials to change the split points between strings.

Pull-down menu to select string range presets.



These controls let you determine the key range of each string of the guitar to simulate different playing positions used by guitarists. The dials move the lowest note of each string, or the split point.

There are presets to choose from, and you can save your own preset.



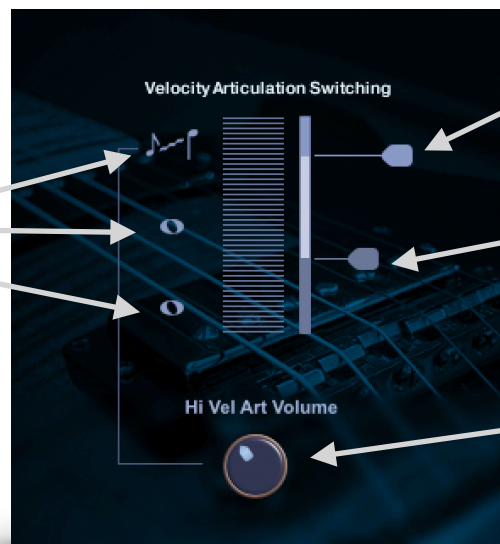
## Solo Mode / Velocity Controlled Articulations



**Velocity Controlled Articulations Button.**  
Opens the velocity articulation controls panel

Electric Blue lets you set different articulations for 3 key velocity zones. Clicking on the corresponding button for a zone displays the choices for that zone.

**You can turn off the high and low velocity zones by choosing “Off”, which will leave you with a single articulation (no switching) in the Mid zone.**



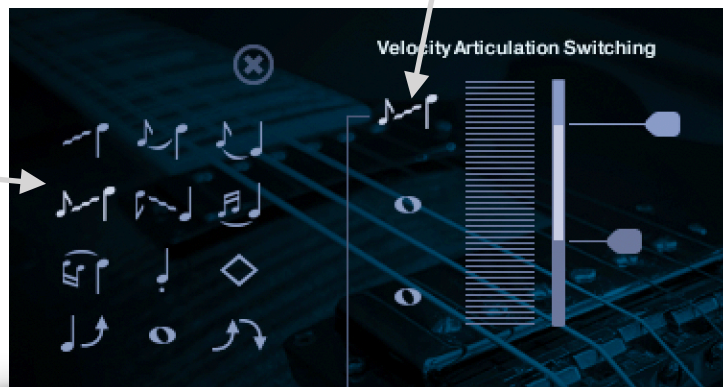
Click on these icons to choose articulations for each of the 3 velocity zones.

Set high velocity switch point.

Set low velocity switch point.

This dial lets you attenuate the volume of the high velocity articulation in order to compensate for having to play harder.

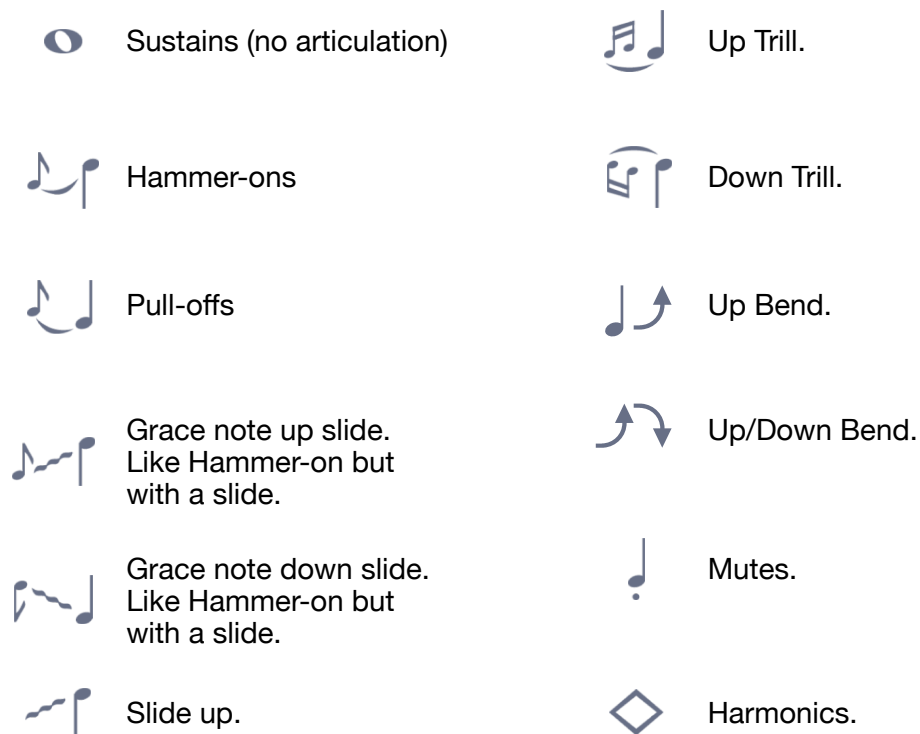
Click on this icon to see the choices for the high key velocity articulation.



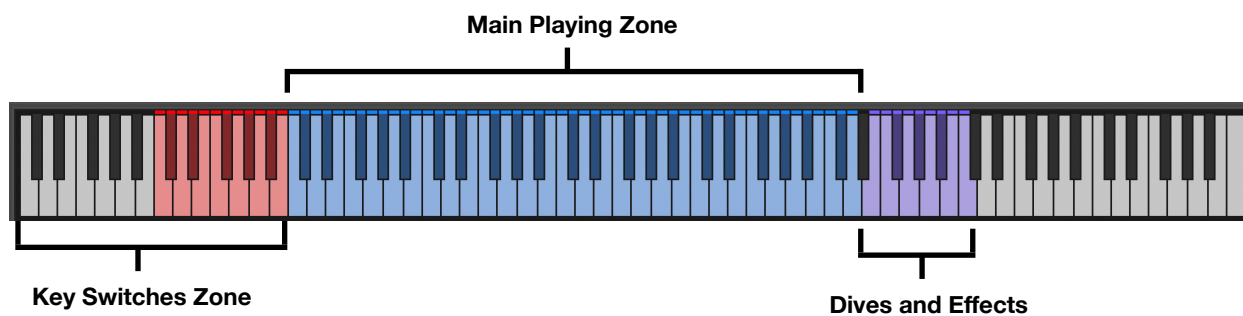
Select articulations by clicking on the icons here.

## Solo Mode / Velocity Controlled Articulations

For each key velocity zone, you can choose from these articulations. The intervals used in some articulations, like hammer-ons, pull-offs, trills, and grace notes are determined by the Master Key knob.



Electric Blue allows you to use key switches to trigger articulations as well as key velocity. You can assign the key switches in the instrument settings,



## Strum Mode

Clicking on the **Strum** button puts Electric Blue into strumming mode and displays the strumming controls.



Now, just play a single note in the octave C1 - B1 (displayed in purple) to hear a strumming pattern!

To stop the pattern, play a single down strum (octave C2 -B2) or a single up strum (octave C3 - B3).

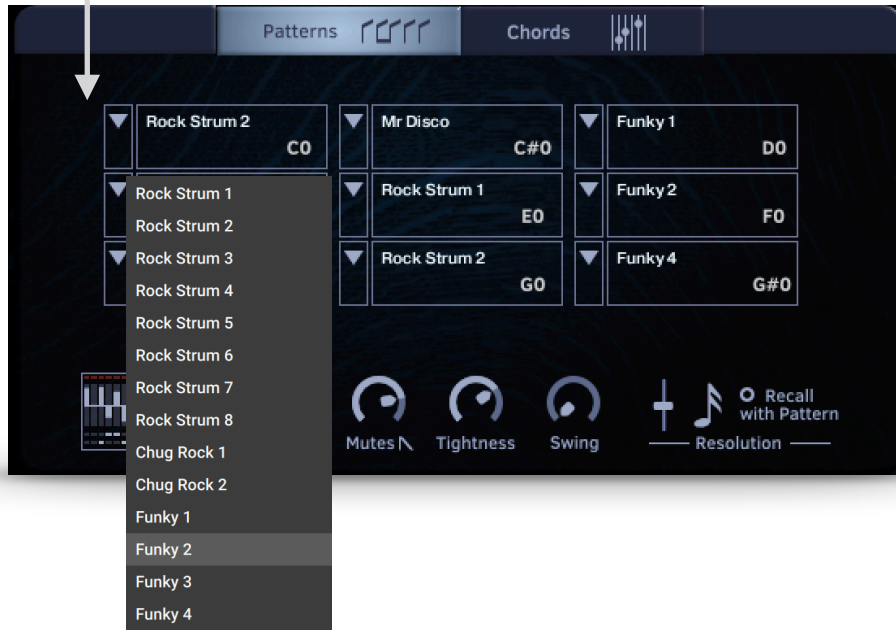
The **Select** slider in the lower right panel allows you to change patterns, or you can select one of the 9 patterns in the main display. You can automate this by using Kontakt's Learn MIDI CC feature (right-click on the control).

**Latch** keeps the strum pattern playing when you release all notes.

**Chord Recognition** allow you to play chords in the range C4 - C6, and your fingered chords will be translated into guitar chords. Turn this off to use key switches to change chord styles instead.

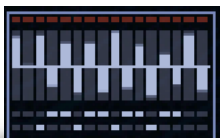
## Strum Mode/ Patterns

Pull-down menus let you select from the master list of 50 patterns and assign them to any of 9 Pattern Buttons.



You can change patterns by clicking on any of the 9 **Pattern Buttons**. The key switch for each Pattern Button is shown in the button itself.

The pull down menu for each Pattern Button lets you assign any of the 50 patterns available to any Pattern Button. This way, you can have 9 patterns easily switchable with key switches.



Click on the Edit Pattern button to open the Pattern Edit panel.



## Strum Mode / Pattern Edit

### Pattern Edit Controls



**Electric Blue lets you edit any pattern, and save it to any pattern memory location.**

There are 3 grids that allow you to choose what happens on each step of a pattern.

**1. Main Grid.** The center line is a velocity of 0. Dragging a segment up creates a down strum with a greater velocity the farther you go. Dragging a segment down creates an up strum, again the distance from center determines velocity. Most patterns will look like this, with alternating down and up strums to simulate how guitar players strum. A velocity of 0 (center) on any step except the first will allow the previous step to sustain.

**2. The Mute Grid** places a muted strum in a step rather than a sustained strum.

**3. The Accent Grid** replaces a strum with a staccato strum.

**4. Steps** determines how many steps there are in a pattern, from 2 to 16.

**5. Save Pattern** lets you name and save a custom or edited pattern to any pattern memory location.

LATCH

The **LATCH** button will let the pattern run after you release a key. You can stop a latched pattern by playing a single down or up strum.

## Strum Mode / Pattern Edit

### Pattern Edit Controls



**Strength** controls the overall velocity of the pattern. You can assign a MIDI CC controller (Kontakt's Learn MIDI CC Automation) control this real-time.

**Tightness** controls the tightness of the individual strums in the pattern.

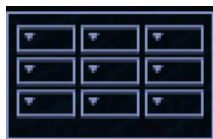
**Mutes** controls the length of the volume envelope of the muted strums.

**Swing** adjusts the amount of swing in the pattern.

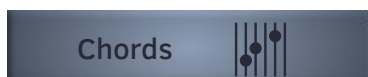
**Scratch Vol** adjusts the volume of the muted scratch strums layer.

**Resolution** controls the step resolution of the pattern to help match the tempo and feel of your project.

**Recall with Pattern** connects your Resolution the resolution saved with each pattern. If you do not want the resolution to change when you switch patterns, turn this off.



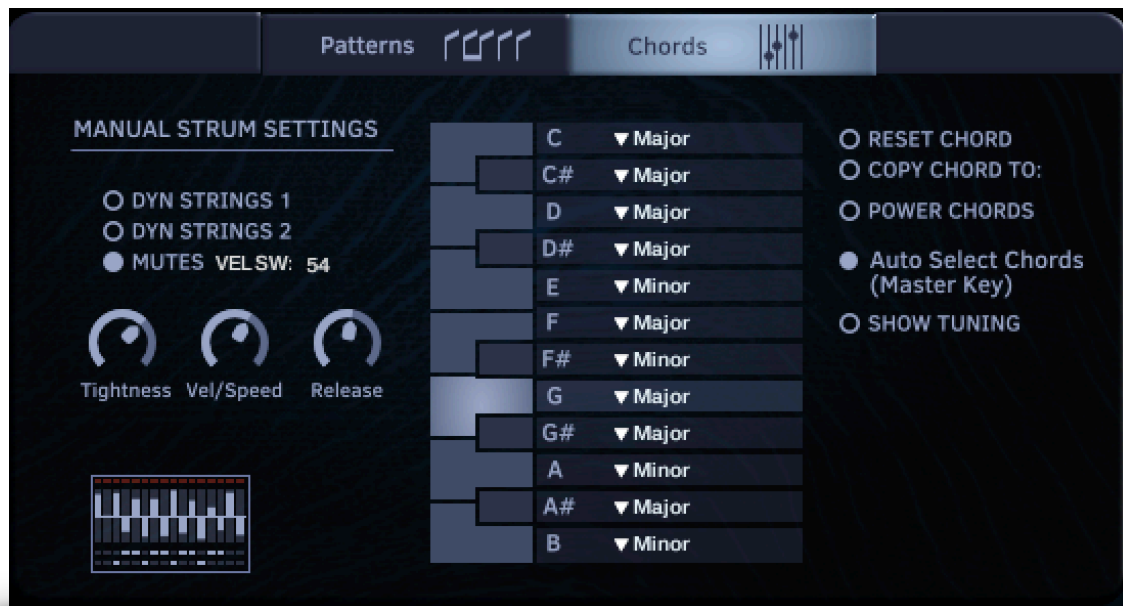
Toggles between Pattern buttons and Pattern Edit panels.



Opens the Chord Edit Panel

## Strum Mode / Chords and Chord Editing

### Chord Controls



**Play any note in the octaves C1 - B1 (Patterns), C2 - B2 (Down Strums), or C3 - B3.**

The Chord Selector in the center will change to the root note you played, and display the currently assigned chord variation. For any root note, just use the pull-down menu to select any of the 30 available for the chord.

**Tip: Here is the easiest way, by far, to use our strumming engine:**

For instance, if you need a G major, E minor, C maj 7th, and D7 for a sequence, just set the G, E, C, and D chords to those variations. Now, anytime you play one of those root notes in the main playing zone, you will hear the chord variations you chose.

Let's say you need more than one variation of a chord, like D major and D sus4. Well, you can use Chord Recognition by simply playing those chords in the Chord Recognition octaves C4 - C6 (when the Chord Recognition button is on), or use key switches (more on this later), or...

**My favorite method for multiple variations of a chord:**

1. Play a D, and select Sus4 as the variation.
2. Click on **Copy Chord**, and copy it to **D# User**.
3. Set the D back to *Major*, and the D# to *User* (where you just stored the D Sus4).

Now just play D for D major, and D# when you need D Sus4.

## Strum Mode

### Strum Mode Key Guide

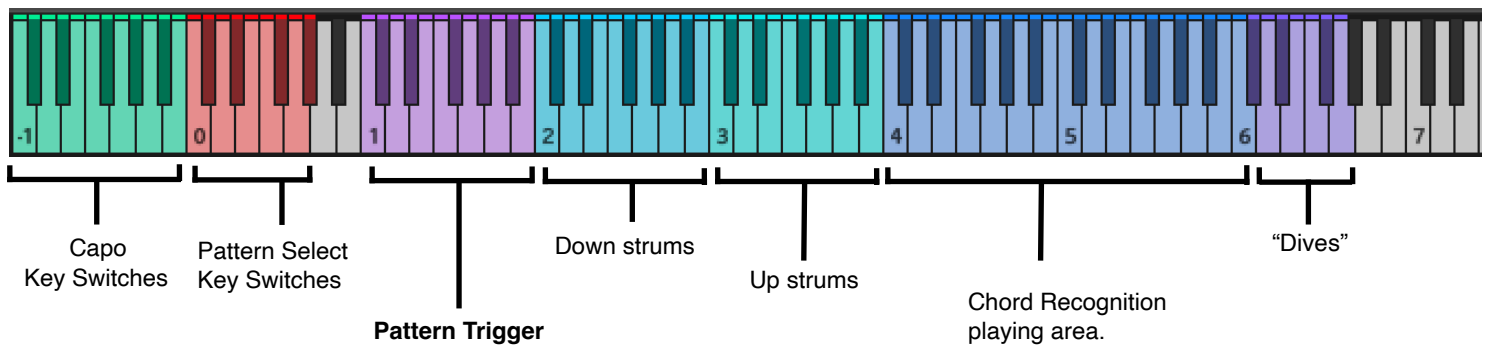
There are 2 methods for changing chord variations as a song is playing:

If Chord Recognition is on, you can play your own chords the the upper octave C4 - C6, and your chord will be translated into guitar chords with correct voicing. You can, of course, edit the chords you're using for a more custom sound.

Generally, chords played in the lower of the two octaves (C4-B4) will play open chords, and chords played in the upper octave (C5-C6) will play bar chords.



#### Chord Recognition On



With Chord Recognition off, you can use key switches to change chord variations.

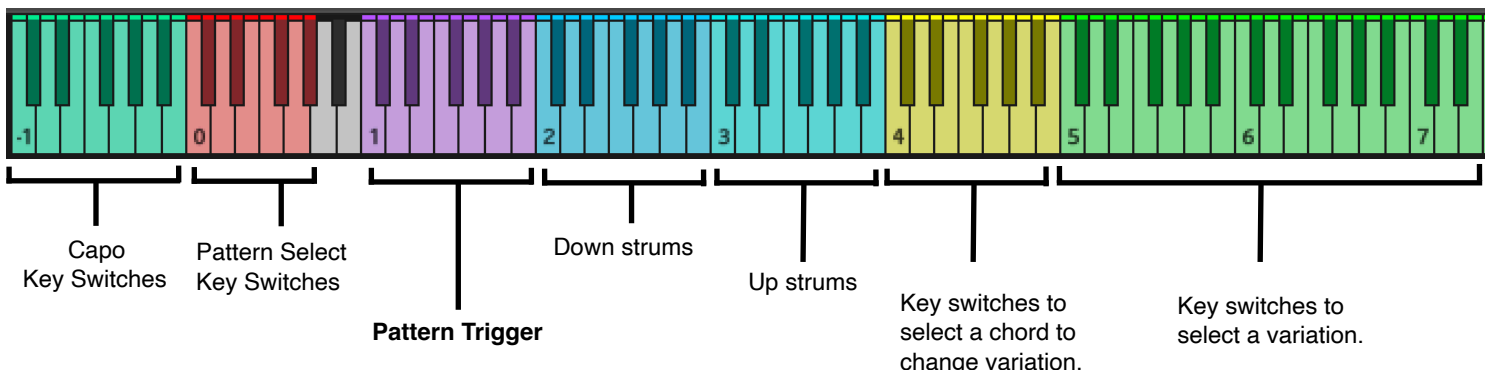
For instance, if you have an F Dim chord coming up, you can play an F in the octave C4 -B4 (yellow), which tells the script that you are going to change the F chord. Then play the variation key switch in the octaves C5 - E7 for Dim, which is F5. Then the next time an F is triggered, you'll get an F Dim.

Make sure that the key switches happen well ahead of the moment you need to trigger the chord!

This can get confusing and complicated, which is why I prefer the method in the previous page.



#### Chord Recognition Off





## Strum Mode

### Strum Mode Key Guide



Chord Recognition Off

7th Sus4  
Dim 7th

Min 9th  
Min 13th  
Min/Maj7

Min 7b5  
Min 6th

Major Bar  
6th  
Aug

Minor 7th  
Minor

User

Maj 9th  
Min 11th

11th  
9th

13th  
Power 3

Power 2  
7th b5

Power 1  
Minor Bar

Sus 2  
Sus 4

Dim  
Maj 7th

7th  
Major

To change a chord variation in the background, select the chord to be changed here. So, if you need to change an F major to an F minor, play an F in this octave, then select the variation in the octave above. In this case, it would be a C#, the key switch for minor.

**C4-B4 (yellow) and Octaves C5-F7 (green)** These are key switches that allow you to choose the chord variations in the background, even while your DAW is running and playing chords. Let's say you are playing a sequence that uses D major chords, but you need D minor 7th chords in the next section. First, play a D in the yellow octave. You will see this in the Key Switch Monitor:

Key Switch: D = Major

Then, play an Eb in the green octave (it's the Minor 7th key switch), and you will see this:

Key Switch: D = Minor 7th

Now, the next time you play a D in one of the playing zones, you will get a D minor 7th.

## Strum Mode / Manual Strum Settings

This section covers the manual strums (not the strum patterns) that are triggered by playing notes in octave C2 - B2 (down strums) and C3 - B3 (up strums).



**DYN STRINGS 1** Dynamic string count 1. When on, key velocity determines how many strings in a chord will play. The harder you play, the more strings of the chord will be added.

**DYN STRINGS 2** The same as above, except that on the upstrokes, you will hear the lower strings playing the upstroke at lower velocities, and the higher strings will be added as you play harder.

**MUTES** Allows you to play muted strums at lower velocities, for a more aggressive sound.

**Vel Sw** Select the highest key velocity for the mutes.  
For manual down and up strums only (not Pattern strums).

**Tightness** controls the tightness, or speed of the pick over the strings.

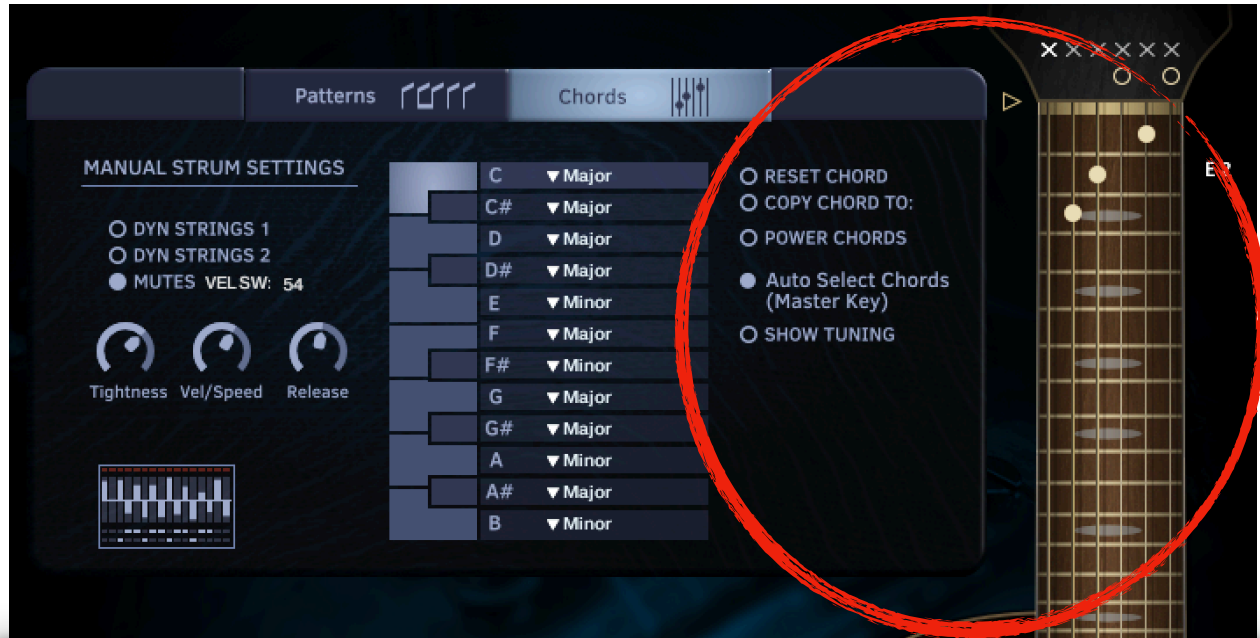
**Vel/Speed** sets the amount of effect that key velocity has over tightness.

**Release.** The volume of the key release sound on manual strums.

## Strum Mode / Chords / The Fretboard

Need a custom chord? Any chord?

With our **Fretboard** you can edit the preset chords, or build them from scratch, and then save them in any chord memory location.



### To change the voicing of a chord:

The "x" buttons turn the individual strings on or off.

Just click and drag up or down to change the virtual fingers from fret to fret. Drag to the top for open, or "O".

The note will be displayed on the right side of the neck.

Whatever changes you make to a chord will remain every time you trigger that chord by playing its root note.

**RESET CHORD** will bring back the default chord, erasing your changes.

**COPY CHORD** lets you save your chord to any user chord location.



## Strum Mode / Chords / The Fretboard / The Capo

Pull The Capo down to any fret to change key.

You can also move the Capo using key switches from C -1 to B -1.



**The Capo lets you change key instantly, without having to reselect or edit your chords!**

Guitar players use a capo, a kind of bar attached across the fretboard in order to play higher on the neck using open chords rather than bar chords. For instance, in the example above, the C major chord with the capo on the 3rd fret will be turned into an Eb major chord. This often gives chords a prettier sound than bar chords.

You can also move the Capo using the key switches from C -1 to B -1.

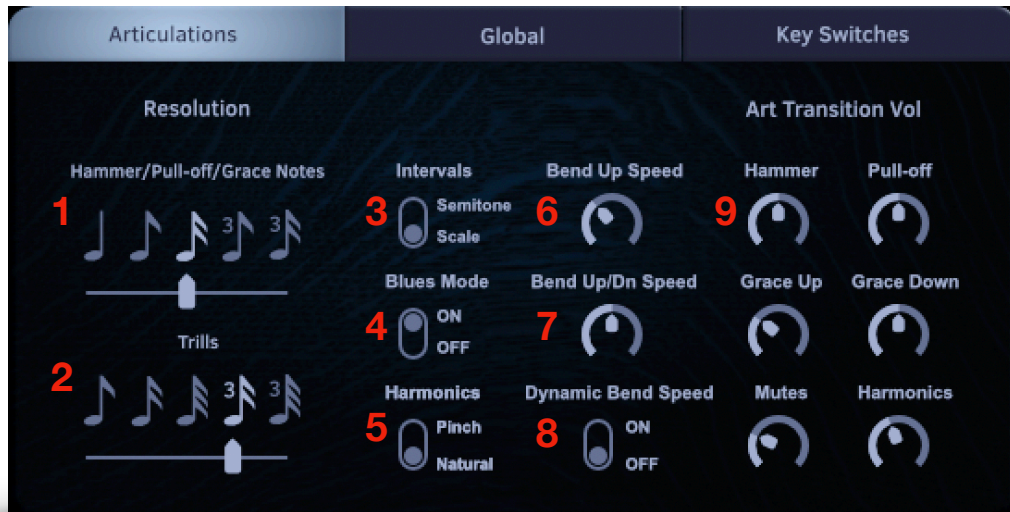
**Our capo works just like the real thing, so you'll need to think like a guitar player. Just as the guitar player fingers a C to get the Eb (shown above), you will play a C chord and get an Eb chord. Whatever chord you play will be transposed to the new key, depending on where you have the capo!**



## Settings / Articulations



The **Settings** button opens the settings panel.  
There are 3 choices in the settings panel- Articulations, Global, and Key Switches.



### Articulation Settings

#### 1. Hammer/Pull-off/Grace note Resolution.

Adjust timing by setting to the appropriate note value for your project.

#### 2. Trills Resolution.

Adjust timing by setting to the appropriate note value for your project.

**3. Scale/Semitone** determines whether the intervals used in the articulations follow the key you've chosen with the Master Key dial, or are all set to semitone (half-step).

**4. Blues Mode** uses a flatted 3rd interval instead of major third.

#### 5. Harmonics.

Select either natural harmonics or simulated pinch harmonics.

#### 6. Bend Up Speed.

Adjust bend up speed.

#### 7. Bend Up/Dn Speed

Adjust the Bend Up/Down speed.

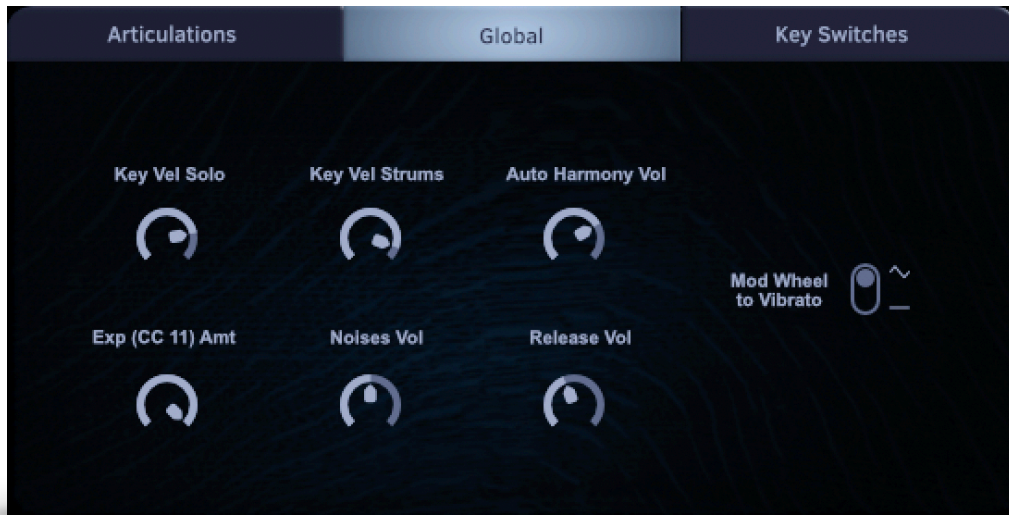
#### 8. Dynamic Bend Speed.

The instrument adjusts the bend speeds to match your playing speed.

#### 9. Articulation Transition Volume Mixer.

These controls are useful when using key velocity to trigger articulations like Slides, allowing you to lower the volume to compensate for the higher (or lower) velocities used to trigger them.

## Settings / Global



### Global Settings

#### Key Vel Solo

Sets the key velocity to volume response for Solo mode.

#### Key Vel Strums

Sets the key velocity to volume response for Strum mode.

#### Auto Harmony Vol

Adjust the volume of the Auto-Harmony

#### Exp(CC11) Amt

Sets the MIDI CC 11 (Expression) volume response.

#### Noises Vol

Sets the volume for string noises (after release).

#### Release Vol

Sets the volume for the release samples.

#### Mod Wheel to Vibrato

Choose whether or not the mod wheel controls the Vibrato LFO.

## Settings / Key Switches

Articulations		Global		Key Switches	
Sustain On:	C0	Grace Down:	D0	Mutes:	D#0
Hammer On:	F0	Trill Up:	G0	Harmonics:	C#0
Pull Off:	B0	Trill Down:	A0	Harmony:	E0
Grace Up:	D0	Up Slides:	A#0		
Bend Up:	F#0	Bend Up/Down:	G#0		

### Articulation Key Switch Assignments

You can assign Articulation key switches to any notes from C -1 to B 0)  
Be careful not to assign more than one key switch to the same note!

It is not possible to re-assign key switches in Strum mode since there are so many of them.

## Effects

Electric Blue has it's own built in effects studio!  
You can choose from effects presets and build your own from scratch.

Our guitar was recorded direct, so if you would like to use your own favorite effects plugins, just select "Bypass All" from the preset menu.

### Effects Preset Menu

We've prepared some great setups for you.  
You may edit these and save them.

### Save Presets

Pull down menu lets you name and save your changes.



Click on the *Effects* tab to show the effects settings.



## Select Amplifier

Pull-down menu lets you choose between 5 different amp models.



## Select Distortion Unit

Pull-down menu lets you choose between 3 different distortion effects.



## Additional Effects



**We've included 7 effects vital for a great electric guitar tone.**

Power switches on the right determine whether or not an effect is active. Turning these off bypasses the effect.

### Controlling the Wah Effect

**MIDI CC** lets you choose the MIDI CC number that controls the cutoff frequency of the Waa effect. If you want your mod wheel to act like a wah-wah pedal, set this to 1.

## Amp/Speaker Simulation



Select Amp Head

Select Cabinet



### About our custom amp/speaker impulse responses.

We approached Titan Recording Studio in Seattle to record our custom impulse responses. They sampled 3 amp heads through 3 different speaker cabinets, so what you hear is the actual combination of each amp through each speaker, with close and room mics. We also sampled a combo amp with close and room mics.

“Amp” here is different than the previous Amplifier section (Twang, Jump, Van 51, etc.). The custom IRs here capture the character of the amp’s sound as played through the chosen speaker cabinet, but do not add distortion.

Mix close mic and room mic IRs.

All samples and other materials © 2025 A. Tracy Collins/ Indiginus  
Les Paul is a registered trademark of Gibson, Inc.